

COLEI.0006P

PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

Applicant : Joseph W. Cole; Ernest G. Cole) Group Art Unit: 3714
Appl. No. : 09/750,742)
Filed : December 28, 2000)
For : ERGONOMICALLY-DESIGNED)
DUAL STATION, DUAL DISPLAY)
GAMING STATION WITH)
PLAYER CONVENIENCES)
Examiner : Corbett B. Coburn)

I hereby certify that this correspondence and all marked attachments are being deposited with the United States Postal Service as first class mail in an envelope addressed to: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450, on

November 7, 2006
(Date)

R. Scott Weide, Reg. No. 37,755

APPEAL BRIEF TRANSMITTAL

Mail Stop Appeal Brief - Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

Transmitted herewith is the Appeal Brief in this application, with respect to the Notice of Appeal filed on September 11, 2006.

Applicants claim small entity status and have submitted the fee of \$250 under 37 C.F.R. § 1.20(b)(2) for filing of the Appeal Brief. **The Commissioner is hereby authorized to charge any additional fees which may be required, or credit any overpayment to Account No.: 502200. A duplicate copy of this sheet is enclosed.**

Dated: November 7, 2006

Respectfully submitted,
By: R. Scott Weide
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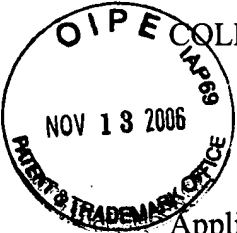
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APPEAL BRIEF

I. REAL PARTY IN INTEREST

The subject application is owned by and the real party in interest is Cole Industries, Inc., a Nevada corporation (hereinafter Appellant).

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II. RELATED APPEALS AND INTERFERENCES

There are no related appeals or interferences.

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III. STATUS OF CLAIMS

The application contains Claims 47-48 and 50-60, which claims are subject to this appeal.

In an action dated May 8, 2006, the Examiner finally rejected all of the pending claims. Appellant notes that while the Examiner indicated the rejection of Claims 47-60 by the May 8, 2006, Office Action, Claims 47-48 and 50-60 are the pending claims (Claim 49 having been previously canceled).

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IV. STATUS OF AMENDMENTS

No amendments have been filed subsequent to the final rejection of May 8, 2006.

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V. SUMMARY OF CLAIMED SUBJECT MATTER

In general, the invention is a game station for presenting wager-based (otherwise known as “casino”) games. The game station is configured to address a number of problems associated with current gaming machine configurations.

Casino gaming machines are typically configured to present a particular game. Examples of such gaming machines include International Gaming Technology’s “Wheel of Fortune” gaming machine and Bally Gaming’s “Blazing 7’s” slot machine. Because different players may wish to play different games, a casino must obtain and place a number of each different gaming machine on their floor. For example, a casino might have 10 “Wheel of Fortune” machines to accommodate players who like that game, and another 10 “Blazing 7’s” machines. There is generally a very high cost, in terms of both floor space and machine acquisition, to the casino in such an arrangement.

Casinos also wish to maximize the time a player plays wagering games. To keep the player seated for a longer period of time, they might offer free drinks or the like. A player who is presented with a single game, however, may lose interest after a short period of time. In addition, the upright configuration of the gaming machines is not very player friendly.

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Claims 47-48 and 50-52

Independent Claim 47 recites a game station comprising a base unit (see element (22) in Figure 1; application at page 13, lines 14-21) which has first and second electronically controlled video displays which are arranged to be simultaneously viewed by a player (see elements (34) and (36) in Figures 1 and 3 and elements (234) and (236) in Figure 4; application at page 15, lines 4-9; application at page 43, lines 1-7). A first game controller is configured to present first wagering game information on the first display, and a second game controller is configured to present second wagering game information on the second display, where the first and second games and their outcomes are independent (see elements (102) and (104) in Figure 2; application at page 23, lines 9-17; application at page 25, line 19 to page 26, line 7). A wagering device permits a player to place a wager for playing either or both the first or second games (see element (50) in Figure 1; application at page 35, line 20 to page 36, line 2; application at page 36, line 17 to page 37, line 4).

In accordance with Claim 47, a game station is configured to present multiple wagering games to a player. For example, a player may place a wager and then play a first game which is displayed to the player via the first display and the player may simultaneously play a second game which is displayed to the player via the second display. Because the game station has the capability of presenting two independent or different games, including at the same time, player interest is heightened (see application at page 43, line 1 to page 44, line 20).

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Claims 53-56

Independent Claim 53 recites a game station comprising a base unit (see element (22) in Figure 1; application at page 13, lines 14-21) which has first and second electronically controlled video displays which are arranged to be simultaneously viewed by a player (see elements (34) and (36) in Figures 1 and 3 and elements (234) and (236) in Figure 4; application at page 15, lines 4-9; application at page 43, lines 1-7). A first game controller is configured to present first wagering game information on the first display, and a second game controller is configured to present second wagering game information on the second display, where the first and second games and their outcomes are independent (see elements (102) and (104) in Figure 2; application at page 23, lines 9-17; application at page 25, line 19 to page 26, line 7). The game station includes a value accepting device (see currency acceptor (50) in Figure 1; application at page 16, lines 12-22) and an allocation input which permits a player to allocate provided value as one or more first wagers for playing the first game and as one or more second wagers for playing the second game (see application at page 35, line 20 to page 36, line 2; application at page 36, line 17 to page 37, line 4). The game station further includes a video selector adapted to provide non-gaming video data from a video feed to either of the first or second displays (see element (114) in Figure 2; application at page 24, lines 5 to page 25, line 17).

In accordance with Claim 53, a game station is configured to present multiple wagering games to a player. For example, a player may place a wager and then play first and/or second games, and may also watch video presented on one of the same displays. Once again, because the game station can offer a player more than one game, and can also present other entertainment (in the form of video

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such as a movie, television or the like), player interest is heightened (see application at page 43, line 1 to page 44, line 20).

Claims 57-60

Independent Claim 57 recites a game station which is two-sided (see Figure 1), having a first player station with a first seat for a first player at one side, and a second player station with a second seat for a second player at an opposing second side (see element (70) in Figure 1; application at page 6, lines 19-20; application at page 14, lines 1-4). Each player station includes first and second electronically controlled video displays which are arranged to be simultaneously viewed by a player (see elements (34) and (36) in Figures 1 and 3 and elements (234) and (236) in Figure 4; application at page 15, lines 4-9; application at page 43, lines 1-7). Each player station also includes first and second game controllers for generating first and second wagering game information (see elements (102) and (104) in Figure 2; application at page 23, lines 9-17; application at page 25, line 19 to page 26, line 7). Each player station also includes a play surface which extends outwardly for accepting one or more game cards for use by a player in playing a third game (see element (28) in Figure 1; application at page 14, lines 8-12).

In accordance with Claim 57, a game station has a space-saving two-sided design. Each side of the game station includes video displays for presenting multiple wagering games to a player. In addition, each side of the game station includes a play surface for accepting game cards for play of a third game (see Figure 1; application at 43, lines 1-7).

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The game station is configured with seating and is (as claimed) height restricted so that seated first and second players can see over the game station. In this configuration, players are comfortably seated during game play. In addition, because the players can see over the game station, they can view bingo boards or the like (which might, for example, comprise the third game).

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VI. GROUND OF REJECTION TO BE REVIEWED ON APPEAL

There are three grounds of rejection presented for review. However, the Appellant would like to point out that the fundamental basis for rejection is the Fey reference.

Grounds of rejection:

(1) Claims 47-51 and 57-60 as unpatentable under 35 U.S.C. § 103(a) over Fey (*Slot Machines, A Pictorial History Of The First 100 Years*) ("Fey") in view of U.S. Patent No. 6,050,895 to Luciano Jr., et al. ("Luciano")

(2) Claim 52 as unpatentable under 35 U.S.C. § 103(a) as unpatentable over Fey and Luciano, in further view of U.S. Patent No. 5,457,306 to Lucero.

(3) Claims 53-56 as unpatentable under 35 U.S.C. § 103(a) as unpatentable over Fey and Luciano in further view of U.S. Patent No. 6,113,495 to Walker.

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VII. ARGUMENTS

Section 103 Rejections

All grounds of rejection are under Section 103 based upon obviousness. The procedural approach of examination within the U. S. Patent and Trademark Office mandates that the Examiner must establish *prima facie* obviousness with a factual basis to support that conclusion. The Examiner must meet three basic criteria in order to properly establish a *prima facie* case of obviousness. First, there must be some suggestion or motivation, either in the cited references or in the knowledge generally available to one of ordinary skill in the art, to modify or combine the references to produce the claimed invention. Secondly, there must be a reasonable expectation of success. Finally, the prior references must teach or suggest all of the claimed limitations. (M.P.E.P. § 706.02(k)).

A. Rejection under 35 U.S.C. §103(a) over Fey in view of Luciano

The Examiner indicated the rejection of Claims 47-51 and 57-60 over Fey in view of Luciano.

Independent Claim 47

The Examiner asserts that Fey discloses all of the features of Claim 47 except a first and second video display. The Examiner cites Luciano as disclosing first and second electronically controlled video displays at a first face of a console.

Appellant asserts that the portion of Fey which is cited lacks a description of the features which the Examiner relies upon in rejecting the claims. The cited reference is a single page from Fey which illustrates the BIG SIX slot machine. The description indicates that the machine was a “Caille

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Classic.” Fey indicates that Caille’s machines included “ornamental, massive floor machines, like the 1904 425 pound musical BIG SIX -45 twin.”

Notably, the reference does not detail the construction or operation of this BIG SIX machine. It appears that the machine essentially comprises two “dial” type slot machines which were associated with a common housing. For just the reason that the reference does not provide detail regarding the construction or operation (including detail regarding the “controllers”), Appellant asserts that the Examiner has not established a prima facie case of obviousness.

Claim 47 recites a game station having two electronic controllers and associated electronic displays. As further claimed, a player’s wager placed with a wager accepting device can be used to play either a first or a second game. In other words, the one or more wager accepting devices are configured to allow the player to place a wager to play either of the first or second games which may be presented at the game station.

As indicated above, the BIG SIX machine appears to simply be two slot type machines located in the same housing. As such, it appears that there are two coin slots, each of the coin slots permitting the player to place a wager to play only one of the games (i.e. each coin slot corresponds to one of the games or dials only). On the other hand, the gaming machine as claimed does not comprise two independent gaming machines associated with the same housing, but a single gaming machine offering two games.

In addition, Applicants assert that it is not obvious to substitute electronic displays and controllers (such as disclosed in Luciano) into the BIG SIX machine. Luciano is a variant of gaming machines which include more than one display, but the displays are for displaying portions of the

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same game. For example, many games offer a “bonus” mode where, depending upon the outcome of a base game, a bonus event may be presented. Luciano discloses such a configuration where a game has two portions: a skill portion and a traditional game portion. Luciano discloses presenting a skill (coordination/dexterity) game to a player and, for particular outcomes, permitting the player to then play a traditional game. (See Luciano at col. 5, lines 63-66). Because the two games are tied together, a single game outcome determination device (see Luciano at reference number 708, illustrated in Figure 7) both determines the outcome of the traditional game (video poker in the example recited) and the skill game (golf game in the example recited). (See Luciano at col. 4, lines 62-67). Thus, Luciano simply discloses displaying different portions of the same game via one or more displays (the fact the portions of the game are actually inter-dependent and played at different times is further evidenced by Luciano’s indication that the portions of the game can be presented on the same display; see Luciano at col. 4, lines 47-50).

On the other hand, the BIG SIX comprises two separate gaming machines associated with a common housing. Appellant asserts there is no motivation to combine these machines to create a single machine having two electronic displays and two separate controllers whereby two separate games may be concurrently presented to the same player (again, the BIG SIX appears to disclose two slot machines which are associated with a single housing, but configured for play by two players, while Luciano discloses use of two displays for presenting a single game).

Obviousness may only be established by combining piece of prior art if there is some “teaching, suggestion, or incentive supporting the combination.” In re Geiger, 815 F.2d 686, 688, 2 U.S.P.Q.2d 1276, 1278 (Fed. Cir. 1987). Importantly, the teaching or suggestion to make the claimed

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combination, as well as the reasonable expectation of success, cannot be based on the Appellant's disclosure. In re Vaeck, 947 F.2d 488, 20 U.S.P.Q. 2d 1438 (Fed. Cir. 1991).

Dependent Claim 48

Claim 48 is dependent upon Claim 47 and recites the game station as having a base unit with first and second sides, each of which defines a player station.

The Examiner rejected Claim 48 on the basis that Fey illustrates placing gaming units back to back (citing the front cover of Fey). Even if Fey does disclose such, that disclosure does not meet the claim limitation. In particular, a configuration where two independent gaming machines are located adjacent to one another in a back-to-back configuration is not the same as a single machine which defines player stations at opposing sides.

Dependent Claim 51

Claim 51 is dependent upon Claim 47 and recites a game station having a first end and a second end with a console positioned there between, and including a housing located between the console and the second end, where a wager accepting device is mounted to the housing. Such a configuration is illustrated in Figure 1 of the application (which illustrates the console 30, housing 62 and a wager accepting device in the form of a currency validator 50).

The Examiner rejects this claim on the basis that Luciano shows a housing located between the console and the second end. Appellant disagrees. Luciano discloses that the wager accepting devices

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(see Luciano, Figure 1A at reference numbers 106/108) are located in housings which are entirely external to the console, not between the first and second ends of the console.

Independent Claim 57

Appellant notes that while the Examiner indicated the rejection of Claim 57 in view of Fey and Luciano, the Examiner does not specifically detail how the cited references disclose all of the various elements in Claim 57.

For example, similar to Claim 48, Claim 57 claims a game station having a base unit defining players stations at either side. As detailed above, the Examiner has cited only a reference (Fey, at front cover) which shows placing two independent gaming machines in close proximity to one another, not a reference which shows a single gaming machine having player stations at opposing sides thereof.

In addition, Claim 57 recites a play surface and a game station having a restricted height console. Applicant disagrees that the height of the cabinet is a matter of design choice which does not distinguish over the prior art because “they do not solve any stated problem.” The problem with existing gaming machines is that they are single use. As indicated in the application, one purpose of the game station is to allow game players to play multiple games - including both electronic games presented at the machine and bingo or other games which require that the player’s view to other areas not be restricted. The game station of the invention solves this problem by having a design which both allows one or more electronically controlled games to be presented at the game station, and also be

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configured to provide a play surface and not restrict the player's view to other gaming areas, such as an electronic bingo board which may be remotely located from the game station.

Neither Fey or Luciano disclose or suggest such a limitation.

Dependent Claim 58

Claim 58 depends from Claim 57 and recites that the game controllers of the station are located in the base unit below the console portion. The Examiner has not indicated what reference discloses or suggests the limitation recited by Claim 58. Appellant notes that Luciano clearly discloses a configuration in which the game controllers are located in an upper portion of the gaming machine (see Luciano at Figure 1B, reference numbers 107a/107b). Because the Examiner has cited no prior art disclosing the claimed limitation, Appellant asserts that the rejection of this claim is improper.

Dependent Claim 59

Claim 59 depends from Claim 57 and specifically recites that the player stations at either side of the base unit are symmetrically configured.

As noted above, the Examiner has cited Fey as disclosing gaming machines which are located adjacent to one another in back-to-back configuration. Aside from the fact that Fey only discloses independent gaming machines which are located adjacent to one another and not a single machine having player stations at opposing sides, the Examiner has cited no reference which discloses a gaming machine or station where the player stations at each side are symmetrically arranged. Even if the prior art of "two gaming machines located adjacent to one another in back-to-back

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configuration” were relevant to the invention, in such a configuration the “player areas” of those gaming machines are asymmetrical to one another (since the machines are identical but one is in a reverse position to the other).

Such a configuration has numerous advantages as to a single gaming unit or station. In particular, common console and housing portions can be utilized to support or contain corresponding portions of the player stations at opposing sides. Further, in the case of a configuration where the housing extends higher than the console (as illustrated in Figure 3), having the housing for both player stations at the same end of the game station reduces the portion of the game station which extends upwardly and might block the player’s views (which would happen if a housing extended upwardly at each end of the unit, were the unit symmetrically arranged, as in back-to-back gaming machines).

B. Rejection under 35 U.S.C. § 103(a) over Fey and Luciano in Further View of Lucero

The Examiner rejected Claim 52 over Fey and Luciano in further view of Lucero.

Claim 52

Claim 52 is dependent upon Claim 47. For the reason that Claim 47 is allowable over the prior art, (as detailed above), Appellant asserts that Claim 52 is allowable.

Moreover, Claim 52 recites the limitation of location a keypad between the two electronically controlled displays of the game station. The Examiner asserts that such would be obvious in view of Walker, which discloses a gaming machine with a keypad. However, Appellant asserts there is, in fact, no suggestion to modify the combination of Fey and Luciano to provide such a keypad, or to place

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the keypad between the displays of Luciano. In fact, Luciano specifically discloses mounting peripherals at a point external to the gaming machine (see Luciano at Figure 1A, reference number 106, 108, 112).

C. Rejection under 35 U.S.C. §103(a) over Fey and Luciano in Further View of Walker

The Examiner rejected Claims 53-56 over Fey and Luciano in further view of Walker.

Independent Claim 53

Claim 53 is similar to Claim 47 in that it recites a game station having two electronically controlled video displays and associated first and second controllers. In as much as Fey and Luciano do not disclose such a configuration, as detailed above, Appellant asserts that Claim 53 is allowable over the cited prior art.

Claim 53 also recites a wager “allocation input.” The wager allocation input permits a player to allocate value provided to the game station to a wager for playing a first game or to a wager for playing a second game. As best understood, the BIG SIX machine disclosed by Fey has a separate coin slot for each of the two machines which are mounted in the common housing. The BIG SIX machine does not disclose any mechanism for allocating a wager to play first or second games.

Claim 53 also recites a video selector adapted to provide non-gaming video data from a video feed to either the first or second display. The Examiner cites Walker as disclosing presentation of video at a gaming machine. However, the prior art does not disclose the claimed configuration of a

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game station including a video selector which permits a player to select video content for display upon one of the game displays.

Independent Claims 54-56

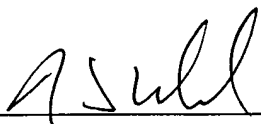
These claims depend from Claim 53 and are believed allowable for at least the reason that Claim 53 is allowable over the prior art.

Summary

Appellant requests allowance of all the pending claims for the reasons advanced above.

Respectfully submitted,

Dated: November 7, 2006

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VIII. CLAIMS APPENDIX

47. A game station comprising:

a base unit having a first side and an opposing second side, and a first end and a second end, said base unit defining at said first side a first player station for use by a first single player generally facing said first side of said base unit;

said base unit including a base portion and a console extending upwardly from said base portion, said base portion and console positioned between said first end and said second ends of said base unit, said console including a first face corresponding to said first side of said base unit;

a first and a second electronically controlled video display at said first face of said console, said first and second electronically controlled video displays positioned sufficiently proximate to one another to be viewed at the same time by said first player of said first station;

at least one wager accepting device at said game station adapted to accept a wager placed by said first player of said player station to play either or both at least a first wagering game and a second wagering game;

a first electronic game controller adapted to present first wagering game information corresponding to said first wagering game on said first display in response to a first wager placed by said first player and a second electronic game controller adapted to present second wagering game information corresponding to said second wagering game on said second video display in response to a second wager placed by said first player, said first and second gaming controllers configured to independently generate said first and second wagering game information such that said first and said

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wagering games and their outcomes are independent, whereby said first player may concurrently play said first and second wagering games by concurrently viewing said first and second wagering game information presented on said first video display and said second video display; and

at least one player input device permitting said first player to provide input to said game station affecting the first and second gaming information presented to said first player by said first and second display.

48. The game station in accordance with Claim 47 wherein said base unit defines at said second side a second player station for use by a second single player generally facing said second side of said base unit, said console having a second face corresponding to said second side of said console, and including a third and a fourth electronically controlled video display at said console, said third and fourth electronically controlled video displays positioned sufficiently proximate to one another to be viewed at the same time by said second player of said second station;

a third game controller adapted to present third wagering game information corresponding to a third wagering game on said third display in response to a third wager placed by said second player and a fourth game controller adapted to present fourth wagering game information corresponding to a fourth wagering game on said fourth video display in response to a fourth wager placed by said second player, said third and fourth gaming controllers configured to independently generate said third and fourth wagering game information such that said third and fourth wagering games and their outcomes are independent, whereby said second player may concurrently play said third and fourth

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wagering game by viewing said third and fourth wagering game information presented on said third video display and said fourth video display; and

at least one second wager accepting device at said game station adapted to accept a wager placed by said second player of said second player station.

50. The game station in accordance with Claim 47 wherein base portion is generally upwardly extending and defines a first vertical surface and said first gaming controller is mounted to said first vertical surface.

51. The game station in accordance with Claim 47 wherein a housing is located between said console and said second end, said at least one first wager accepting device mounted in said housing and said at least one second wager accepting device mounted in said housing.

52. The game status in accordance with Claim 47 including a first keypad mounted to said first face of said console between said first and second displays.

53. A game station comprising:
a base unit having a first side and an opposing second side, and a first end and a second end, said base unit defining at said first side a first player station for use by a first single player generally facing said first side of said base unit;

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said base unit including a base portion and a console extending upwardly from said base portion, said base portion and console positioned between said first end and said second ends of said base unit, said console including a first face corresponding to said first side of said base unit;

a first and a second electronically controlled video display at said first face of said console, said first and second electronically controlled video displays positioned sufficiently proximate to one another to be viewed at the same time by said first player of said first station;

a value accepting device at said game station adapted to accept value placed by said first player of said first play station;

an allocation input permitting said first player to allocate value as one or more first wagers for playing a first wagering game and one or more second wagers for playing a second wagering game;

a first game controller adapted to present information regarding a first wagering game on said first display in response to a first wager, a second game controller adapted to present information regarding a second wagering game on said second display in response to a second wager, said first and second gaming controllers configured to independently generate said first and second wagering game information such that said first and said second wagering games and their outcomes are independent, and a first video selector adapted to provide non-gaming video data from a video feed to either said first display or said second video display, whereby said first player may concurrently view first and second game information on said first and second displays while at the same time watching said video presented on one of the same displays presenting said first and second game information.

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54. The game station in accordance with Claim 53 wherein said base unit defines at said second side a second player station for use by a second single player generally facing said second side of said base unit, said console having a second face corresponding to said second side of said console, and including a third and a fourth electronically controlled video display at said console, said third and fourth electronically controlled video displays positioned sufficiently proximate to one another to be viewed at the same time by said second player of said second station;

a third game controller adapted to present information regarding a second wagering game on said third display in response to a third wager, a fourth game controller adapted to present information regarding a fourth wagering game on said fourth display in response to a fourth wager, said third and fourth gaming controllers configured to independently generate said third and fourth wagering game information such that said third and fourth wagering games and their outcomes are independent, and a second video selector adapted to provide non-gaming video data from a video feed to said fourth video display, whereby said second player may concurrently play a first and second wagering game presented using said first and second video displays and at the same watch said video on one of the same displays; and

at least one second wager accepting device at said game station adapted to accept a wager placed by said second player of said second player station for playing said second wagering game.

55. The game station in accordance with Claim 53 wherein said video feed comprises television programming.

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56. The game station in accordance with Claim 53 including at least one control for use by said first player of said first player station in controlling said video selector to present video information on said second display.

57. A game station comprising:

a base unit having a first side and an opposing second side, and a first end and a second end, said base unit defining at said first side a first player station for use by a first player generally facing said first side of said base unit and defining at said opposing second side a second player station for use by a second player generally facing said second side of said base unit;

a first seat positioned adjacent said first side of said base unit and a second ~~seat~~ seat positioned adjacent said second side of said base unit;

said base unit including a base portion and a console extending upwardly from said base portion, said base portion and console positioned between said first end and said second ends of said base unit, said console including a first face corresponding to said first side of said base unit and a second face corresponding to said second side of said base unit, said console height restricted so that first and second players seated in said first and second seats can see over said game station; and

each of said first and second player stations comprising:

a first and a second electronically controlled video display associated with said console, said first and second electronically controlled video displays positioned sufficiently proximate to one another to be viewed at the same time by a player positioned at said corresponding side of side of said base unit;

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at least one wager accepting device at said game station adapted to accept a wager placed by a player;

a first game controller adapted to present first wagering game information corresponding to a first wagering game on said first display in response to a first wager placed by a player and a second game controller adapted to present second wagering game information corresponding to a second wagering game on said second video display in response to a second wager placed by said player, said first and second gaming controllers configured to independently generate said first and second wagering game information such that said first and said wagering games and their outcomes are independent, whereby said player may concurrently play said first and second wagering games by concurrently viewing said first and second wagering game information presented on said first video display and said second video display;

at least one player input device permitting said player to provide input to said game station affecting the first and second gaming information presented to said player by said first and second display; and

a play surface extending outwardly from said console above said base portion, said play surface configured to accept one or more game cards for use by said player in playing a third game independent of said first and second wagering games.

58. The game station in accordance with Claim 57 wherein said first and second game controllers of each player station are located in said base unit below said console.

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59. The game station in accordance with Claim 57 including a housing mounted between said console and one of said ends of said base unit, said at least one wager accepting device of each of said first and second player stations located in said housing, whereby said player stations are symmetrically configured about a vertical plane through said base unit.

60. The game station in accordance with Claim 57 wherein said console extends upwardly no more than about 24 inches above a seat surface of said seat to permit a player to see over said console.

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IX. EVIDENCE APPENDIX

There are no exhibits attached hereto.

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X. RELATED PROCEEDINGS APPENDIX

There are no related proceedings.